

AMENDMENTS

IN THE CLAIMS

1. (currently amended) A method of multicasting announcements in a communication network, the method comprising:

establishing an address in a memory;

forming an announcement;

determining when the announcement will be played to the address; and

~~continuously~~ broadcasting the announcement to ~~on~~ the address.

2. (currently amended) The method of claim 1 further comprising communicating the address to a device, and retrieving the announcement from the address.-

3. (original) The method of claim 1 wherein the announcement is a tone.

4. (currently amended) The method of claim 3 4 wherein the tone is a call-ringing tone.

5. (original) The method of claim 4 wherein the tone is a call-routing tone.

6. (currently amended) A system of ~~providing~~ multicasting ~~for~~ announcements, the system comprising:

a caller device;

a proxy coupled to the caller device;

a called party device, the called party device coupled to the proxy;

an announcement server, the announcement server coupled to the proxy, the announcement server determining when selected announcements will be played to a plurality of addresses in a memory and continuously broadcasting the selected announcements to the an addresses in the a memory, the announcement server communicating the plurality of addresses to the proxy;

wherein the proxy communicates an the address of the plurality of addresses to the caller device; and

wherein the caller device retrieves an the announcement from the address.

7. (original) The system of claim 6 wherein the announcement is a tone.
8. (original) The system of claim 7 wherein the tone is a ringing tone.
9. (currently amended) The system of claim 8 + wherein the tone is a call-routing tone.
10. (canceled without prejudice)
11. (currently amended) A method of multicasting announcements, the method comprising:

determining when an INVITE message will be transmitted to a called party device;

transmitting ~~the an~~ INVITE message to ~~the a~~ called party device;
receiving responsively to the INVITE message, a response message from the called party device, the response message including ~~a an~~ Real Time Protocol destination address; and
locating the Real Time Protocol destination address and obtaining a ~~continuously~~ broadcasted announcement from the Real Time Protocol destination address.

12. (original) The method of claim 11 wherein the announcement is a call-routing tone.

13. (original) The method of claim 11 wherein the announcement is a ringing tone.

14. (original) The method of claim 11 wherein the response message is a "100 Trying" message.

15. (original) The method of claim 11 wherein the response message is a "180 Ringing" message.

16. (previously amended) A method of multicasting announcements, the method comprising:

establishing an address;

forming a plurality of announcements;

determining when the plurality of announcements will be played to the address;

~~continuously~~ playing ~~each~~ of the plurality of announcements to a distinct address in a memory device; and

allowing multiple entities to retrieve the announcement from any of the distinct addresses.

17. (original) The method of claim 16 wherein the announcement being played at a particular address is switched substantially immediately to another announcement.

18. (original) The method of claim 17 wherein each of the announcements is a tone.

19. (currently amended) An announcement server comprising:
means for initiating the broadcasting of announcements;
means for determining an address to broadcast the announcements;
means for determining when the announcements will be played to the address;
means for communicating the address ~~announcements~~ to a proxy, the proxy communicating the address to a caller device; and
means for ~~continuously~~ broadcasting the announcements to the address.

20. (currently amended) A method of determining announcements, the method comprising:
initiating the broadcasting of announcements;
determining an address to broadcast the announcements;

determining when the announcements will be played to the address;

communicating the address ~~announcements~~ to a proxy, the proxy communicating the address to a caller device; and

continuously broadcasting the announcements to the address.

21. (previously amended) A system of multicasting announcements in a communication network, the system comprising:

means for establishing an address in a memory;

means for forming an announcement; and

means for determining when the announcement will be played to the address;

means for ~~continuously~~ broadcasting the announcement on the address.

22. (currently amended) The system of claim 21 further comprising means for communicating the address to a device, and a means for retrieving the announcement from the address.

23. (original) The system of claim 21 wherein the announcement is a tone.

24. (original) The system of claim 23 wherein the tone is a call-ringing tone.

25. (original) The system of claim 23 wherein the tone is a call-routing tone.

26. (currently amended) A computer readable medium having stored therein

instructions for causing a processing unit to execute the following method:

establishing an address in a memory;

forming an announcement;

determining when the announcement will be played to the address; and

~~continuously~~ broadcasting the announcement ~~to on~~ the address.

27. (currently amended) A computer readable medium having stored therein instructions for causing a processing unit to execute the following method:

initiating the broadcasting of announcements;

determining an address to broadcast the announcements;

determining when the announcements will be played to the address;

communicating the address ~~announcements~~ to a proxy, the proxy communicating the address to a caller device; and

~~continuously~~ broadcasting the announcements to the address.

28. (canceled without prejudice)

29. (canceled without prejudice)